



## Mini Gym/School Lockers



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### Summary

These aren't big enough for your stinky shoes or underpants.

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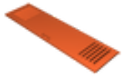
Tags: [school](#) [gym](#) [locker](#)

Originally, I wanted a 3d locker for the board game Lobotomy, to replace the flat tokens that indicate a search action is available. Then I thought it would be cool if you could open the locker to indicate it was already searched, which would be the equivalent of discarding the locker token. So, there are two versions of the lockers, one solid, one with doors. However, the scale is still too big on these, compared to the game, because FDM printers struggle with the fine details. These might print with reduced scale in a resin printer, so I'm putting them up as is, until I can rework the scale.

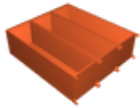
### Notes:

For lockers with doors, print one body and 3 doors. You might need to clean the pivot point on the top of the doors, carefully. To assemble, slide the top of the door into the body, then flex the door slightly to get it into the lower groove.

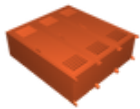
# Model files



**locker\_door.3mf**



**locker\_bodies.3mf**



**lockers.3mf**



**lockers-v2.f3d**



**lockers-v1.f3d**

[Find source .stl files on Thingiverse.com](https://www.thingiverse.com)

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